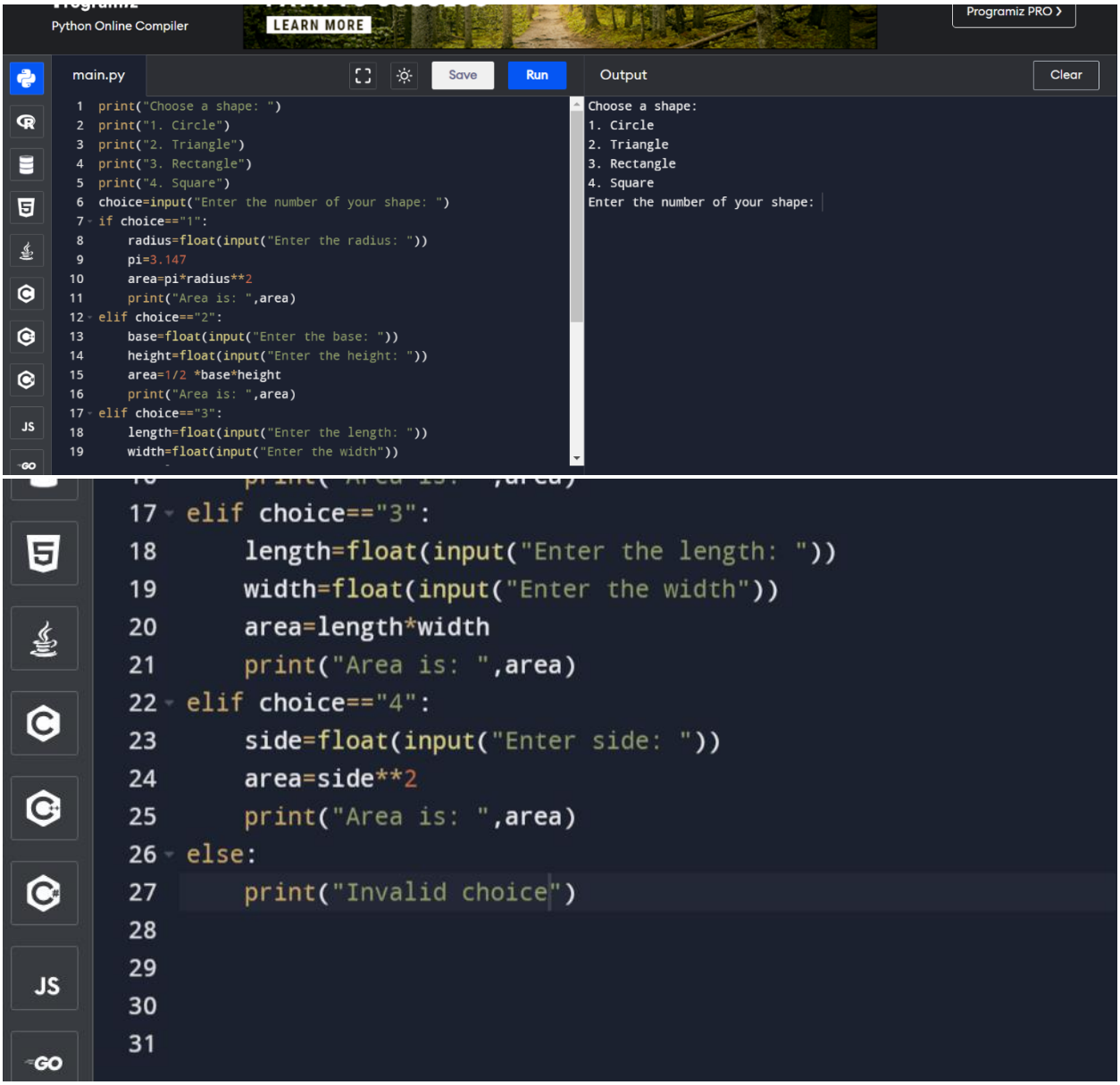
PYTHON


Python Online Compiler
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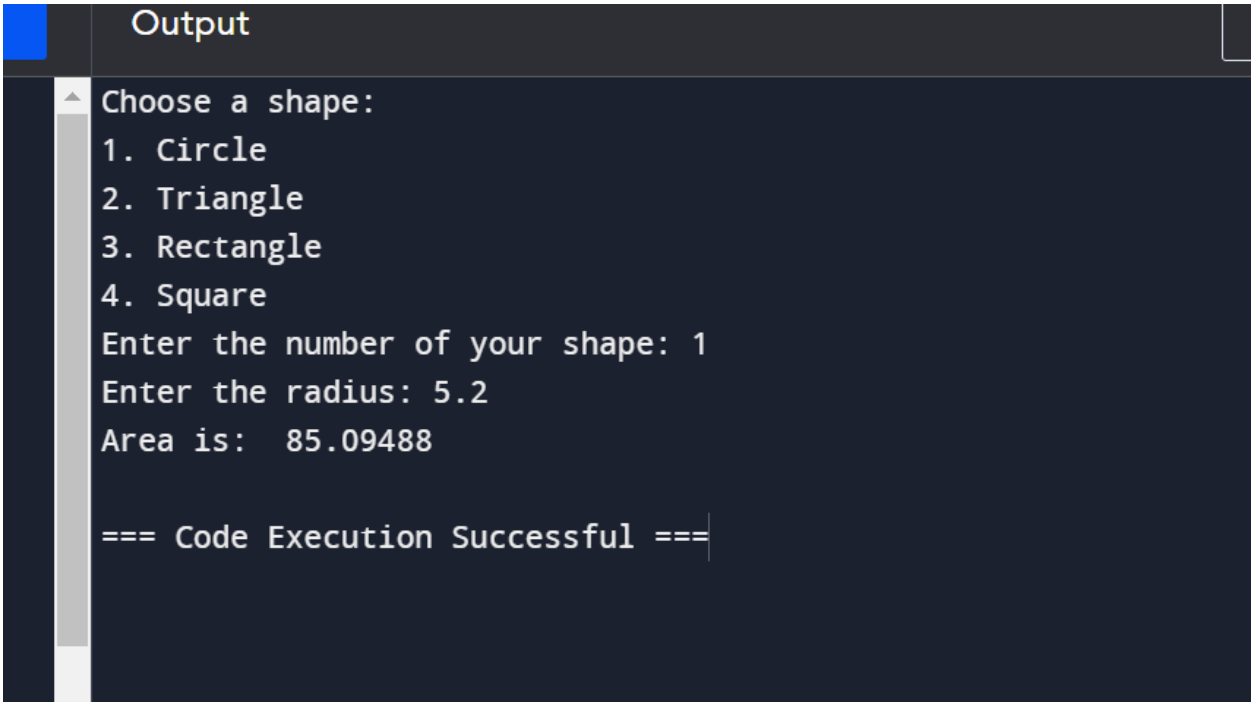
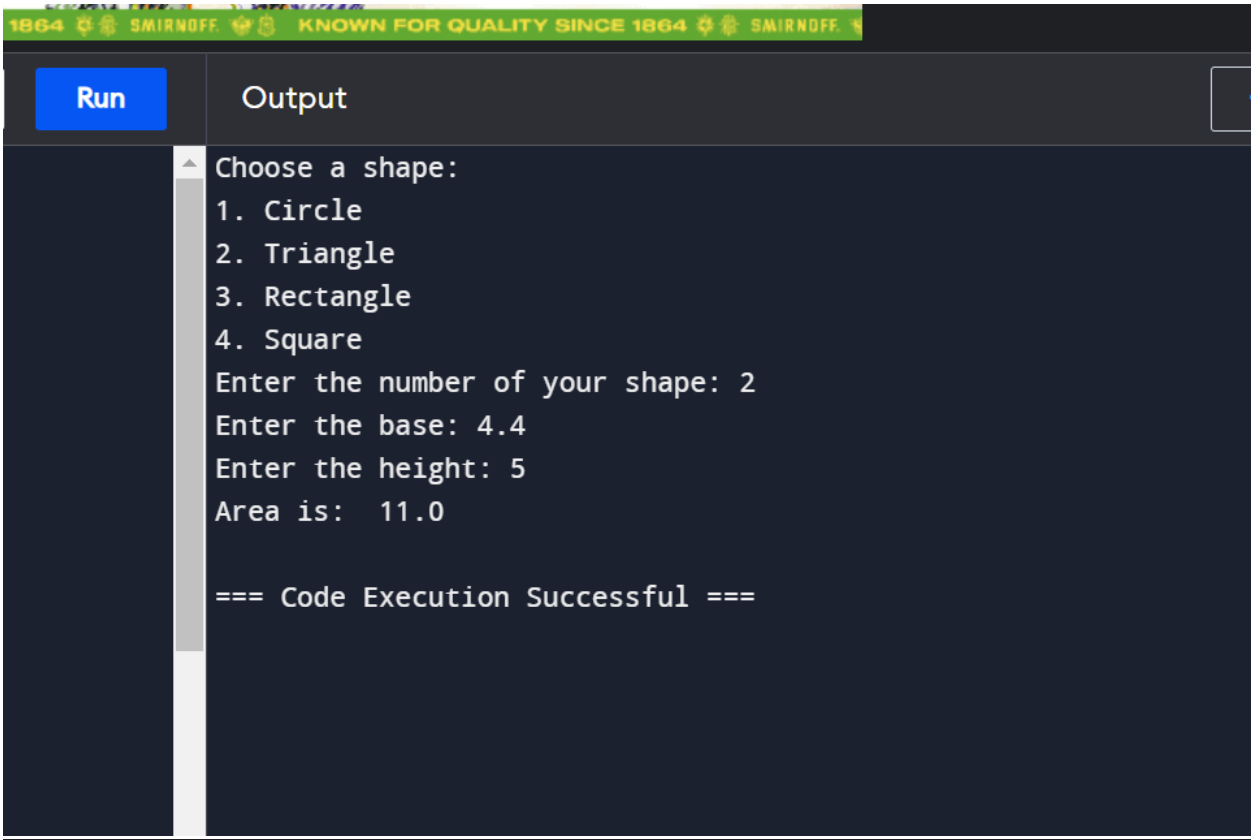
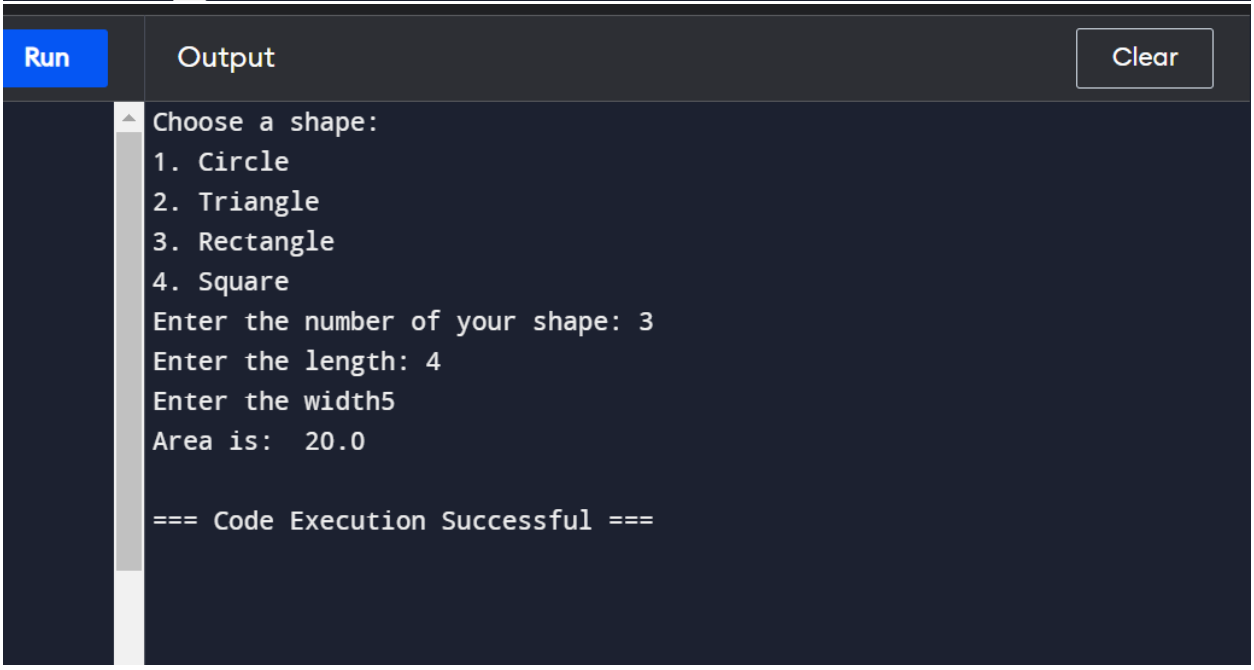
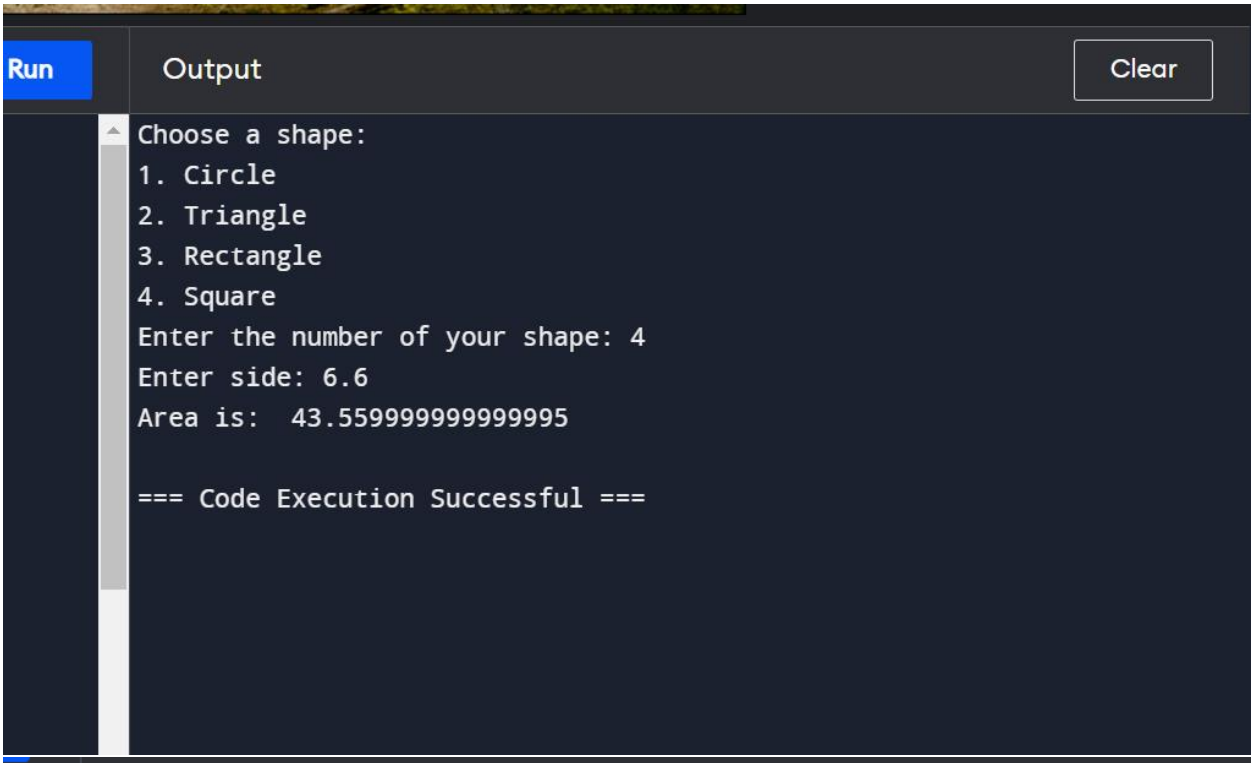
main.py
Save
Run
Output
Clear
print("Choose a shape: ")
print("1. Circle")
print("2. Triangle")
print("3. Rectangle")
print("4. Square")
choice=input("Enter the number of your shape: ")
if choice=="1":
radius=float(input("Enter the radius: "))
pi=3.147
area=pi*radius**2
print("Area is: ",area)
elif choice=="2":
base=float(input("Enter the base: "))
height=float(input("Enter the height: "))
area=1/2 *base*height
print("Area is: ",area)
elif choice=="3":
length=float(input("Enter the length: "))
width=float(input("Enter the width"))
Choose a shape:
1. Circle
2. Triangle
3. Rectangle
4. Square
Enter the number of your shape:

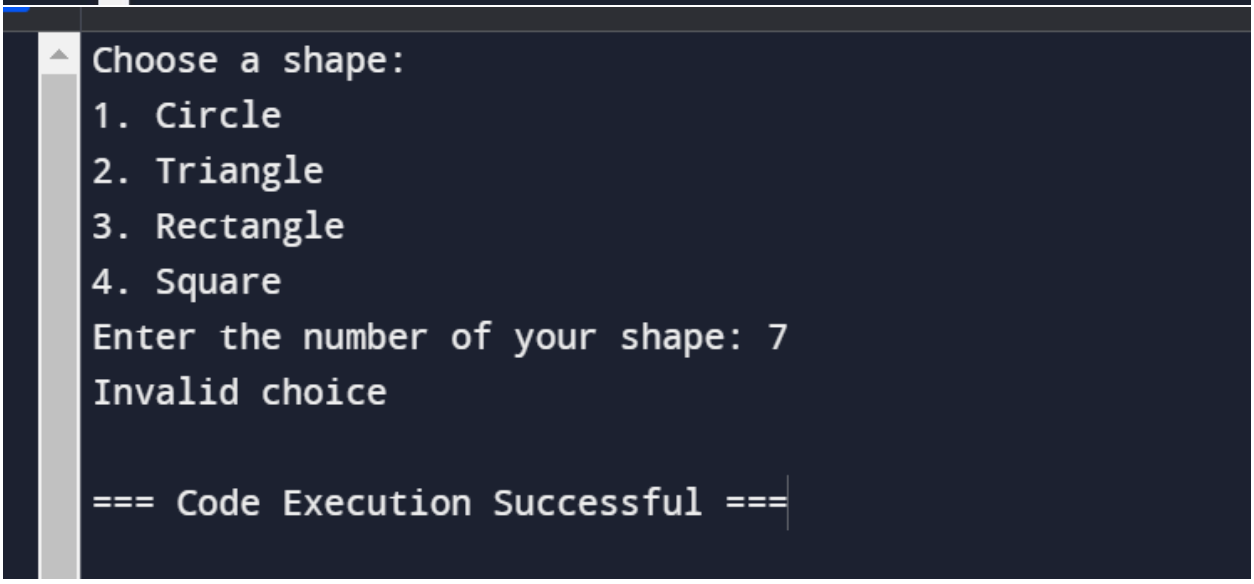
elif choice=="3":
length=float(input("Enter the length: "))
width=float(input("Enter the width"))
area=length*width
print("Area is: ",area)
elif choice=="4":
side=float(input("Enter side: "))
area=side**2
print("Area is: ",area)
else:
print("Invalid choice")


Output
Choose a shape:
1. Circle
2. Triangle
3. Rectangle
4. Square
Enter the number of your shape: 1
Enter the radius: 5.2
Area is: 85.09488
=== Code Execution Successful ===

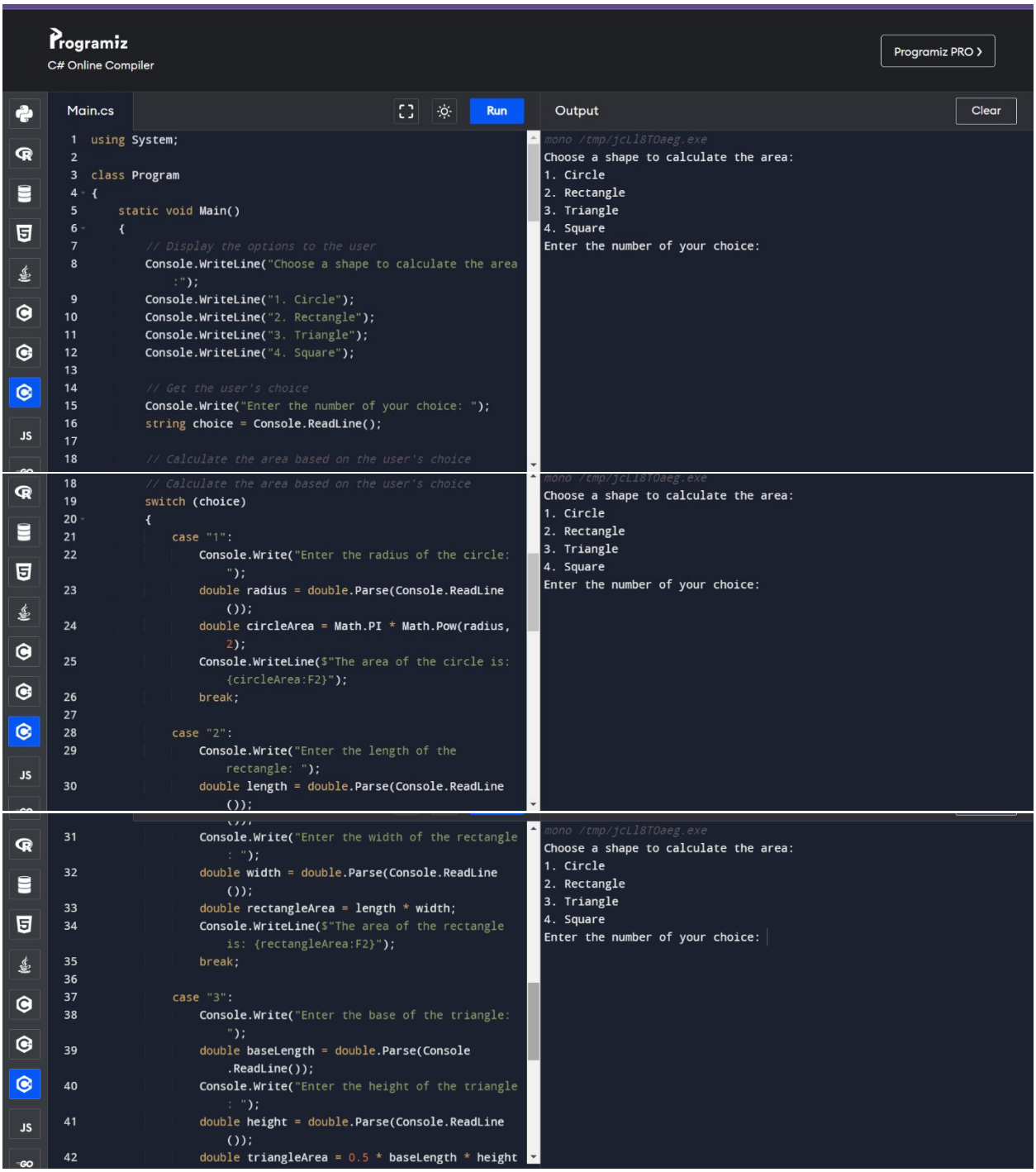


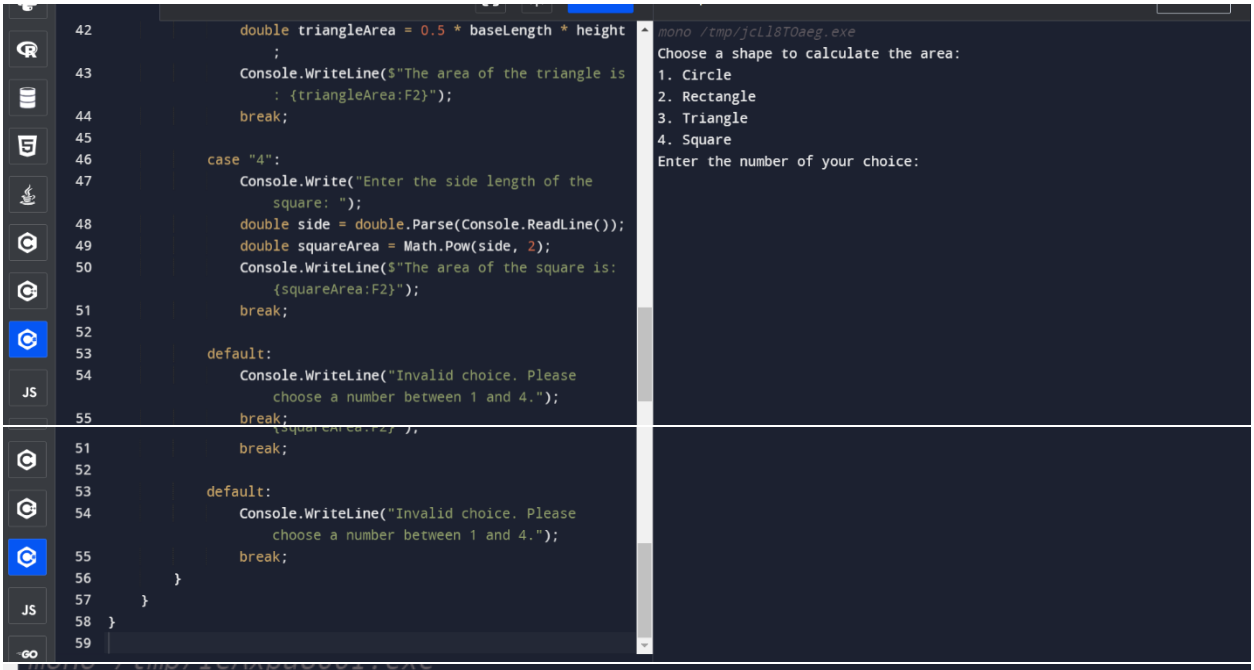



Run
Output
Clear
Choose a shape:
1. Circle
2. Triangle
3. Rectangle
4. Square
Enter the number of your shape: 4
Enter side: 6.6
Area is: 43.559999999999995
=== Code Execution Successful ===


Choose a shape:
1. Circle
2. Triangle
3. Rectangle
4. Square
Enter the number of your shape: 7
Invalid choice
=== Code Execution Successful ===

C#


Programiz
C# Online Compiler
Programiz PRO ›
Main.cs
Run
Output
Clear
mono /tmp/jcLl8TOaeg.exe
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice:
using System;
class Program
{
static void Main()
{
// Display the options to the user
Console.WriteLine("Choose a shape to calculate the area :");
Console.WriteLine("1. Circle");
Console.WriteLine("2. Rectangle");
Console.WriteLine("3. Triangle");
Console.WriteLine("4. Square");
// Get the user's choice
Console.Write("Enter the number of your choice: ");
string choice = Console.ReadLine();
// Calculate the area based on the user's choice
switch (choice)
{
case "1":
Console.Write("Enter the radius of the circle: ");
double radius = double.Parse(Console.ReadLine());
double circleArea = Math.PI * Math.Pow(radius, 2);
Console.WriteLine($"The area of the circle is: {circleArea:F2}");
break;
case "2":
Console.Write("Enter the length of the rectangle: ");
double length = double.Parse(Console.ReadLine());
Console.Write("Enter the width of the rectangle : ");
double width = double.Parse(Console.ReadLine());
double rectangleArea = length * width;
Console.WriteLine($"The area of the rectangle is: {rectangleArea:F2}");
break;
case "3":
Console.Write("Enter the base of the triangle: ");
double baseLength = double.Parse(Console.ReadLine());
Console.Write("Enter the height of the triangle : ");
double height = double.Parse(Console.ReadLine());
double triangleArea = 0.5 * baseLength * height



```
                double triangleArea = 0.5 * baseLength * height
                    ;
                Console.WriteLine($"The area of the triangle is
                    : {triangleArea:F2}");
                break;

            case "4":
                Console.Write("Enter the side length of the
                    square: ");
                double side = double.Parse(Console.ReadLine());
                double squareArea = Math.Pow(side, 2);
                Console.WriteLine($"The area of the square is:
                    {squareArea:F2}");
                break;

            default:
                Console.WriteLine("Invalid choice. Please
                    choose a number between 1 and 4.");
                break;
        }
    }
}
```

```
mono /tmp/jcLl8TOaeg.exe
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice:
```

```
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice: 1
Enter the radius of the circle: 4.5
The area of the circle is: 63.62

=== Code Execution Successful ===
```

```
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice: 2
Enter the length of the rectangle: 4
Enter the width of the rectangle: 7
The area of the rectangle is: 28.00

=== Code Execution Successful ===
```

```
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice: 3
Enter the base of the triangle: 6
Enter the height of the triangle: 2.4
The area of the triangle is: 7.20

=== Code Execution Successful ===
```

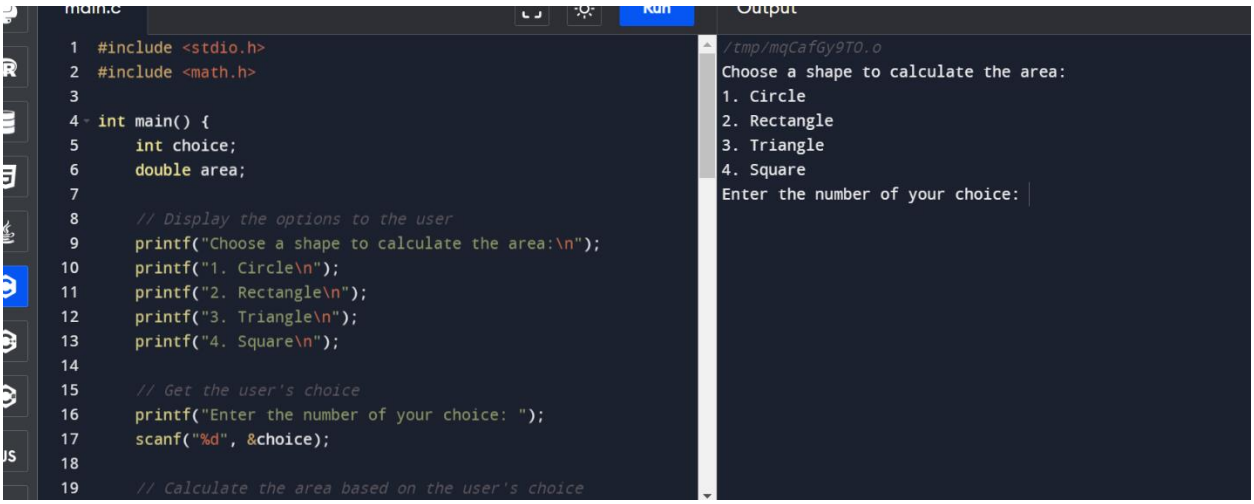
```
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice: 4
Enter the side length of the square: 8
The area of the square is: 64.00

=== Code Execution Successful ===
```

```
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice: 5
Invalid choice. Please choose a number between 1 and 4.

=== Code Execution Successful ===
```

C



```c
    // Calculate the area based on the user's choice
    switch(choice) {
        case 1: {
            double radius;
            printf("Enter the radius of the circle: ");
            scanf("%lf", &radius);
            area = M_PI * radius * radius;
            printf("The area of the circle is: %.2f\n", area);
            break;
        }
        case 2: {
            double length, width;
            printf("Enter the length of the rectangle: ");
            scanf("%lf", &length);
            printf("Enter the width of the rectangle: ");
            scanf("%lf", &width);
            area = length * width;
            printf("The area of the rectangle is: %.2f\n", area
                );
            break;
        }
        case 3: {
            double base, height;
            printf("Enter the base of the triangle: ");
            scanf("%lf", &base);
            printf("Enter the height of the triangle: ");
            scanf("%lf", &height);
            area = 0.5 * base * height;
            printf("The area of the triangle is: %.2f\n", area
                );
            break;
        }
        case 4: {
            double side;
            printf("Enter the side length of the square: ");
            scanf("%lf", &side);
            area = side * side;
            printf("The area of the square is: %.2f\n", area);
            break;
        }
        default:
            printf("Invalid choice. Please choose a number
                between 1 and 4.\n");
            break;
    }

    return 0;
}
```

```
/tmp/mqCafGy9TO.o
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice:
```


```
/tmp/mqCafGy9TO.o
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice:
```

```
/tmp/mqcaTGy9tO.o
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice: 1
Enter the radius of the circle: 9
The area of the circle is: 254.47


=== Code Execution Successful ===
```

```
/tmp/Kzu5egovW0.o
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice: 2
Enter the length of the rectangle: 9
Enter the width of the rectangle: 8
The area of the rectangle is: 72.00


=== Code Execution Successful ===
```

```
/tmp/6srEEtyTOI.o
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice: 3
Enter the base of the triangle: 5
Enter the height of the triangle: 3
The area of the triangle is: 7.50


=== Code Execution Successful ===
```

```
/tmp/l2ToiMPCxn.o
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice: 4
Enter the side length of the square: 7
The area of the square is: 49.00


=== Code Execution Successful ===
```

```
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice: 5
Invalid choice. Please choose a number between 1 and 4.


=== Code Execution Successful ===
```